Native Teaching Aids

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Iñupiaq Education Department Games & Materials Proposal

OVERVIEW

This document outlines the development of 3 games and 2 sets of support materials targeting language learners in the classroom, which will be developed in the 4 dialects of the Iñupiaq Language served by the North Slope Borough School District. The 3 games, Atausiq, Less or More, and 99, have already been produced in the NSC dialect and only need to be translated into the 3 remaining Iñupiaq dialects. The 2 support materials, Questions & Commands and House Commands, need to be created in all 4 dialects. This document outlines the work that will be completed by Native Teaching Aids (NTA) and the Iñupiaq Education Department (IED).

GOALS

1. Translate 3 games (Atausiq, Less or More, and 99) into three dialects of the Iñupiaq Language.
2. Translate 2 support materials (Questions & Commands and House Commands) into four dialects of the Iñupiaq Language.
3. Format the support materials to highlight syllable boundaries in the Iñupiaq Language.
4. Deliver the product by February 10th, 2025.

GAMES AND THEIR COMPONENTS

Games

Atausiq: This game teaches players to recognize different verb forms. This game is played similar to Uno and is based on the Spanish language game Verbo. Players start with 7 cards and win the game by discarding all of their cards. Each card is one of four colors and has an Iñupiaq or English word on the front. Players play their cards into a pile in the middle of the table. On each player's turn, they must play a card that matches the card on the top of the middle pile. Cards can match by being the same color or containing the same base verb.

Less or More: This game teaches players to recognize number values in Iñupiaq. The dealer first deals all cards to the players. Players win by getting rid of all of their cards. Each card has a number written in Iñupiaq and a rule restricting the values of other cards that can be laid down. There are no turns. Players lay down their cards as soon as they can.

99: This game teaches players to perform mental math quickly in Iñupiaq. This game only has a loser instead of a winner. Players start with 4 cards and pick up a card after each turn to always keep 4 cards in their hand. Each card has a number or a mathematical operator. Each player discards one card into a center pile on their turn. The loser is the first player who makes the cards in the middle pile sum to over 99. The Iñupiaq language in this game will be highlighted to show syllable boundaries.

Support Materials

Questions and Commands: This deck provides teachers with common questions, answers, and commands in Iñupiaq to use in the classroom. The Iñupiaq language in this game will be highlighted to show syllable boundaries.

House Commands: This deck provides common questions, answers, and commands in Iñupiaq to use around the home. The Iñupiaq language in this game will be highlighted to show syllable boundaries.

RESPONSIBILITIES

Native Teaching Aids

1. NTA will set up meetings with IED staff to discuss needs for the games and support materials.

2. NTA will provide a Google spreadsheet that will contain all text and image assets used to lay out the games.
3. NTA will provide a Google Drive folder that will contain relevant image assets for the games and support materials.
4. NTA will highlight syllable boundaries in the Iñupiaq language in the cards for the 99 game and the Questions and Commands and House Commands decks.
5. NTA will lay out cards, instructions, and boxes for the 3 games in 3 Iñupiaq dialects and the 2 support materials in 4 Iñupiaq dialects.
6. NTA will perform one round of internal quality control to check for errors on product cards, instructions, and boxes.

Iñupiaq Education Department

1. The IED will provide language for the 3 games (Atausiq, Less or More, and 99) in 3 Iñupiaq dialects.
2. The IED will provide language for the 2 support materials (Questions and Commands) in 4 Iñupiaq dialects.
3. The IED will upload relevant images, including logos and card backs, to the Google Drive folder shared between the IED and NTA.
4. The IED will provide documentation demonstrating how syllable boundaries should be indicated in Iñupiaq.
5. The IED will provide initial feedback on digital proofs for each version of the 3 games and 2 support materials.
6. The IED will provide final feedback on physical proofs for each version of the 3 games and 2 support materials.

Native Teaching Aids and the Iñupiaq Education Department

1. NTA and the IED will write text for the game and support material boxes and instructions, including game descriptions, instructions, and copyright information.

TIMELINE AND MILESTONES

Week 0	Content Collection	● IED will provide Iñupiaq language in the 3 remaining dialects for the Atausiq, Less or More, and 99 games. *We anticipate it will take **3 weeks** to provide language for 3 games in 3 dialects (9 total products).*
		● IED will provide Iñupiaq language in all 4 dialects for the Questions and Commands and House

		Commands support material sets. _We anticipate it will take **3 weeks** to provide language for 2 support material sets in all 4 dialects (8 total products)._
		• IED will upload relevant images for the 3 games and 2 support materials to the shared Google Drive folder.
		• The IED will provide documentation demonstrating how syllable boundaries should be indicated in Iñupiaq.
		• NTA and the IED will work together to write text for the game and support material boxes and instructions.
October 21st -November 8th	**Content Organization**	• NTA's Content Team will highlight syllable boundaries in the 99 game, the Question and Commands set, and the House Commands set. _We anticipate it will take **3 weeks** to highlight syllables in these materials (11 total products)._
		• NTA's Content Team will ensure all data in the spreadsheet is ready to be used by our graphic design team. _We anticipate it will take **1 week** to clean the data for all games (17 total products)._
		• NTA's Content Team will meet with IED staff to resolve any outstanding content questions.
November 11 - November 21st	**Design**	• NTA's Design Team will lay out cards, boxes, and instructions for the 3 games in 3 dialects. _We anticipate it will take **1 week** to lay out the games (9 total products)._
		• NTA's Design Team will lay out cards, boxes, and instructions for the 2 support material sets in 4 dialects. _We anticipate it will take **1 week** to lay out the support materials (8 total products)._
Nov 25th - Dec 3rd	**Internal Quality Control**	• NTA's Content and Design Teams will review and correct all products in all dialects. _We anticipate this review process will take **1 week** (17 total products)._

Dec 4th - Dec 19th	**Digital Proofs & Initial Client Feedback**	• NTA's Content Team will email IED staff digital proofs of the cards, boxes, and instructions for the 3 games and 2 support materials (17 total products). _We request that initial feedback be submitted **within 2 weeks** of receiving digital proofs to adhere to the project timeline._
Dec 30th - Jan 10th	**Initial Revisions**	• NTA's Content and Design Team will make corrections according to IED's initial feedback. _We anticipate initial revisions to take **2 weeks** (17 total products)._
Jan 13th - Jan 31st	**Physical Proofs & Final Client Feedback**	• NTA will ship IED physical proofs of all products in all dialects (17 total products). _We anticipate it will take **1 week** for the products to arrive in Alaska._ • IED will provide final feedback on all materials (17 total products). _We request that final feedback be submitted **within 2 weeks** after receiving physical proofs to adhere to the project timeline._ <mark>DISCLAIMER: Any corrections submitted after this round of feedback will incur additional fees.</mark>
Feb 3rd - Feb 7th	**Final Revisions**	• NTA's Content and Design Team will make corrections according to IED's final feedback. _We anticipate final revisions to take **2 weeks** (17 total products)._
Feb 10th	**Final Production**	• NTA's Production Team will print and ship the IED's order.

BUDGET

Iñupiaq Games

Line Item	Description of NTA's duties	Cost of Development in USD
Atausiq Game Development in 3 dialects		$7,000
Less or More Game Development in 3 dialects		$7,000
99 Development in 3 dialects	Syllable highlighting	$10,000
Subtotal for the dialect update		**$24,000**
Iñupiaq Support Materials		
Line Item	**Description of NTA's duties**	**Cost of Development in USD**
Questions and Commands Development 4 dialects	Syllable highlighting	$25,000
Home Commands Development 4 dialects	Syllable highlighting	$25,000
Subtotal for the New Games		**$50,000**
Grand Total		**$74,000**